List of the pending claims

1. (Original)   A gaming system, comprising:

a gaming server; and

a communication network capable of providing communication between the gaming server and each one of a plurality of player stations remote from the gaming server, each player station having a unique identification code and being capable of rendering to a corresponding player a simulation of at least one game of chance and enabling the player to place a wager on a turn of the at least one game of chance characterised in that

the gaming server records transaction data relating to each wager placed by any player on each turn of the at least one game of chance, the transaction data including at least the size of the wager, the time and date of the wager, an outcome of the turn of the game of chance, a geographic location of the player station on which the wager was placed by the player, and a status of the wager, the status being successful if the outcome of the turn of the game is a favourable outcome, and the status being unsuccessful if the outcome of the turn of the game is not a favourable outcome.

2.   (Original)   A gaming system as claimed in claim 1 which includes a player station database associated with the gaming server, the geographic location of each player station being stored in the database and the database being indexed according to the unique identification codes of the plurality of player stations.

3.   (Original)   A gaming system as claimed in claim 2 in which the gaming server derives the geographic location of any player station from the player station database by means

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of the unique identification code of that player station as an index.

4.   (Original)   A gaming system as claimed in claim 1 in which the gaming server maintains a register of all players who utilise the gaming system to play the at least one game of chance and stores, for each player in the register, a player identity and a corresponding unique code of at least one player identification token.

5.   (Original)   A gaming system as claimed in claim 4 in which the gaming server identifies any player prior to commencement of play of the at least one game of chance, and in which the transaction data relating to any wager includes an identity of the player who placed that wager.

6.   (Original)   A gaming system as claimed in claim 5 that includes an administration facility communicable with the gaming server by means of the communication network, the administration facility being configurable to determine at least one of:

(a)   a total gross win or loss for each individual player in the register;

(b)   a total gross win or loss for each one of the plurality of player stations of the gaming system;

(c)   a gross win or loss for all player stations whose geographic location fall within a selectable geographical area; and

(d)   a total gross win or loss for all the player stations together.

7.   (Original)   A gaming system as claimed in claim 6 in which the administration

facility accumulates, in an accumulation account, a proportion of all wagers placed by any player on any of the plurality of player stations whose geographic location falls within a selectable geographic area.

8.   (Original)   A gaming system as claimed in claim 7 in which the administration facility reimburses, out of the contents of the accumulation account, a community in the selectable geographical area in respect of the gross loss at all player stations whose geographic location fall within the selectable geographic area.

9.   (Original)   A gaming system as claimed in claim 7 in which the administration facility reimburses the community in respect of a total of all wagers placed at any player station whose geographic location falls within the selectable geographic area.

10.   (Original)   A gaming system as claimed in claim 2 in which any player station accepts wagers in one of a number of different standard wager denominations, each one of the number of different standard wager denominations being a predetermined integral or fractional number of units of credit.

11.   (Original)   A gaming system as claimed in claim 10 in which the player station database stores, for each player station, a corresponding standard wager denomination for wagers placed by a player at that player station, the wager denomination of any particular player station being derivable from the player station database by means of the unique identification code of that player station as an index.

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12.   (Original)   A method of operation of a gaming system, comprising the steps of:

providing a gaming server and a communication network capable of providing communication between the gaming server and each one of a plurality of player stations remote from the gaming server;

rendering to a player, on a player station, a simulation of at least one game of chance;

enabling the player to place a wager on the turn of the at least one game of chance;

determining an outcome of the turn of the at least one game of chance; and

recording transaction data relating to each wager placed by the player on the turn of the at least one game of chance, the transaction data including at least the size of the wager, the time and date of the wager, an outcome of the turn of the game of chance, a geographic location of the player station on which the wager was placed by the player, and a status of the wager, the status being successful if the outcome of the turn of the game is a favourable outcome, and the status being unsuccessful if the outcome of the turn of the game is not a favourable outcome.

13.   (Original)   A method as claimed in claim 12 in which a geographic location of each player station is stored in a player station database, the player station database being indexed according to the unique identification codes of the plurality of player stations.

14.   (Original)   A method as claimed in claim 13 in which the geographic location of any player station is derived from the player station database by means of the unique identification code of that player station as an index.

15. (Original) A method as claimed in claim 12 that includes a further step of maintaining a register of all players who utilise the gaming system to play the at least one game of chance and, for each player in the register, a corresponding player identity and a corresponding unique code of at least one player identification token.

16. (Original) A method as claimed in claim 15 that includes a further step of identifying a player before commencing play of the at least one game of chance, and including an identity of the player who placed a wager in the transaction data relating to that wager.

17. (Original) A method as claimed in claim 16 that includes a step of determining at least one of:

   (a)   a total gross win or loss for each individual player in the registry;

   (b)   a total gross win or loss for each one of the plurality of player stations of the gaming system;

   (c)   a gross win or loss for all player stations whose geographic location fall within a selected geographical area; and

   (d)   a total gross win or loss for all the player stations together.

18. (Original) A method as claimed in claim 17 in which a proportion of all wagers placed by any player on any one of the plurality of player stations whose geographic location falls within a selected geographic area is accumulated in an accumulation account.

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19.   (Original)   A method as claimed in claim 17 in which a community in the selected geographic area is reimbursed, out of the contents of the accumulation account, in respect of the gross loss at all player stations whose geographic location fall within the selected geographic area.

20.   (Original)   A method as claimed in claim 17 in which a community in the selected geographic area is reimbursed, out of the contents of the accumulation account, in respect of a total of all wagers placed at any player station whose geographic location falls within the selected geographic area.

21.   (Original)   A method as claimed in claim 13 in which wagers are accepted in one of a number of different denominations, each one of the number of different denominations being a number of predetermined integral or fractional number of units of credit.

22.   (Original)   A method as claimed in claim 21 that includes a step of storing in the player station database, for each player station, a corresponding denomination for wagers accepted at that player station, and deriving the wager denomination of any particular player station from the player station database by means of the unique identification code of that player station as an index.